## Sam Srauy

## List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/5655382/publications.pdf

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2258059 2272923 6 80 3 4 citations h-index g-index papers 6 6 6 47 docs citations citing authors all docs times ranked

#	Article	IF	CITATIONS
1	Precarity and Why Indie Game Developers Can't Save Us from Racism. Television and New Media, 2019, 20, 802-812.	2.6	8
2	Professional Norms and Race in the North American Video Game Industry. Games and Culture, 2019, 14, 478-497.	2.8	15
3	Tools of the Game: The Gendered Discourses of Peripheral Advertising. , 2018, , 185-207.		2
4	The Limits of Social Media: What Social Media Can Be, and What We Should Hope They Never Become. Social Media and Society, 2015, 1, 205630511557867.	3.0	3
5	Histories of Hating. Social Media and Society, 2015, 1, 205630511560399.	3.0	51
6	Realism in $<$ em $>$ FIFA $<$ /em $>$ ? How social realism enabled platformed racism in a video game. First Monday, $0, , .$	0.6	1